

# MiscPaperView

**Inherits From:** MiscColorView : View : Responder : Object

**Declared In:** misckit/MiscPaperView.h

## Class Description

This class can draw its contents in many different papertypes<sup>1/4</sup>white lined, gray grid, yellow card with border, etc.

It was inspired by the NoteBook application which itself stole the idea from the paper store down the road.

You can change the background color, line or grid color/size and the type of border to draw. See the single method descriptions for detailed information on the possible settings.

Sidelines (borders) use the same settings but can be turn on and off for the single sides of the view.

## Instance Variables

```
int gridType;  
int gridVertOffset;  
int gridHorOffset;  
NXColor gridColor;  
int gridOrigin;  
int sidelineType;  
int sidelineOffset;  
NXColor sidelineColor;
```

gridType

Holds the type of grid.

gridVertOffset	The vertical offset (this is what separates horizontal lines).
gridHorOffset	The horizontal offset (this is what separates horizontal lines).
gridColor	The grids color.
gridOrigin	Specifies in which corner the grid starts.
sidelineType	Holds the type of borders we will draw.
sidelineOffset	The offset each of the single borderlines has to the Views bounding box.
sidelineColor	The border color.

## Method Types

Initializing the class object	+ initialize
Initializing a new object	- initWithFrame:
Controlling the grid	- setGridColor: - gridColor - setGridType:withOrigin: - gridType - gridOrigin - setGridSizeVertical:horizontal: - verticalGridSize - horizontalGridSize
Controlling the sidelines/borders	- setSidelineColor: - sidelineColor - setSidelineType: - sidelineType - setSidelineOffset: - sidelineOffset
Drawing	- drawSelf::
Archiving	- read: - write:

## Class Methods

**initialize**

+ **initialize**

Initializes the class.

**See also:** - **initWithFrame:**

## Instance Methods

**drawSelf::**

- **drawSelf:**(const NXRect \*)*rects* :(int)*rectCount*

Draws the grid and the borderlines according to the current settings.

**See also:** - **setGridType:withOrigin:**, - **setSidelineType:**

**gridColor**

- (NXColor)**gridColor**

Returns the grid color.

**See also:** - **setGridColor:**, - **gridType**

**gridOrigin**

- (int)**gridOrigin**

Returns the grids origin.

**See also:** - **setGridType:withOrigin:**, - **gridType**

**gridType**

- (int)**gridType**

Returns the type of grid we will draw.

**See also:** - `setGridType:withOrigin:`, - `gridColor`

### **horizontalGridSize**

- (int)`horizontalGridSize`

Returns the horizontal grid size. This is the space between vertical lines.

**See also:** - `setGridSizeVertical:horizontal:`

### **initWithFrame:**

- `initWithFrame:(const NXRect *)frameRect`

The grid is by default light gray (33%) with offsets set to 20 in both directions. We will only draw horizontal lines starting in the top of the view on the left side. The borders will be dark gray (66%) and one will be visible on the right side with an offset of 4 units (pixels)

**See also:** - `initialize`

### **read:**

- `read:(NXTypedStream *)stream`

Reads the object from a stream. We take care of versioning.

**See also:** - `write:`, - `initialize`,

### **setGridColor:**

- `setGridColor:(NXColor)color`

Sets the grids color to a color.

**See also:** - `gridColor`, - `setGridType:`

### **setGridSizeVertical:horizontal:**

- `setGridSizeVertical:(int)vert horizontal:(int)hor`

Sets the grid size in the vertical and horizontal direction. The code ensures that both are always at least 1.

Remember that vertical lines are separated by horizontal space! So never mix the direction of the lines with the space between them.

**See also:** - **verticalGridSize**, - **horizontalGridSize**

### **setGridType:withOrigin:**

- **setGridType:(int)aType withOrigin:(int)theOrigin**

Sets the grids type and origin. The possible grid types are:

#### **Constant**

Misc\_PaperGridNone  
Misc\_PaperGridHorizontal  
Misc\_PaperGridVertical

#### **Grid**

No grid  
Horizontal lines only  
Vertical lines only

To get a full grid combin both linetypes with an OR operation.  
The grid origin can be set using:

#### **Constant**

Misc\_PaperGridStartsUpperLeft  
Misc\_PaperGridStartsUpperRight  
Misc\_PaperGridStartsLowerLeft  
Misc\_PaperGridStartsLowerRight

#### **Origin**

Left side on the top  
Right side on the top  
Left side on the bottom  
Right side on the bottom

**See also:** - **gridType**, - **gridOrigin**, - **setGridSizeVertical:horizontal:**

### **setSidelineColor:**

- **setSidelineColor:(NXColor)color**

Sets the sidelines color to color.

**See also:** - **sidelineColor**

### **setSidelineOffset:**

- **setSidelineOffset:(int)offset**

Sets the off the borderlines have to their relating view border. The offset is the

same for every line we have to draw.

**See also:** - **sidelineOffset**

### **setSidelineType:**

- **setSidelineType:(int)aType**

Specifies which sidelines get drawn or no.

<b>Constant</b>	<b>Lineposition</b>
Misc_PaperSidelineNone	Nowhere
Misc_PaperSidelineTop	On the top
Misc_PaperSidelineBottom	On the bottom
Misc_PaperSidelineLeft	On the left side
Misc_PaperSidelineRight	On the right side

You can create more than a single line by combining the single type with an OR operation.

**See also:** - **sidelineType**, - **setSidelineColor:**

### **sidelineColor**

- (NXColor)**sidelineColor**

Returns the color of the sidelines.

**See also:** - **setSidelineColor:**

### **sidelineOffset**

- (int)**sidelineOffset**

Returns the offset in which we will place the borderlines from the views frame.

**See also:** - **setSidelineOffset:**

### **sidelineType**

- (int)**sidelineType**

Returns the type of borders we will draw.

**See also:** - **setSidelineType:**

### **verticalGridSize**

- (int)**verticalGridSize**

Returns the vertical grid size. This is the space between horizontal lines.

**See also:** - **setGridSizeVertical:horizontal:**

### **write:**

- **write:**(NXTypedStream \*)*stream*

Writes the object to a stream using the latest archiving version.

**See also:** - **read:**, - **initialize**